## PERCENT FOR ART COMPETITION:

# Career & Student Success Center – University of Southern Maine, Portland Campus

## **OVERVIEW**

The Maine Arts Commission is making a call to all artists who are residents of the New England region (Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island and Vermont) to submit proposals to design, create and install artwork at the new Career & Student Success Center at the University of Southern Maine campus in Portland, Maine. The total project budget is approximately \$64,475 and the submission deadline is October 7, 2022, 5:00 p.m. EST.

The Percent For Art law in Maine reserves one percent of the construction funds for all state-funded building projects to provide artwork for the public areas of these buildings and /or their exterior renovations and additions.

### **BACKGROUND**

As the new hub of the University of Southern Maine (USM) Portland campus, the three-story, approximately 42,000 square-foot Career & Student Success Center will offer a space for our students, faculty, and staff as well as alumni, employers, and community members to make connections for our students' future success.

The Career & Student Success Center's iconic design, standing out in the heart of campus, celebrates the character of the City of Portland's maritime industry as well as the State of Maine's forestry industry. The diagonal mass timber framing of the building's portico, corrugated metal elements of the facade, interior stone fireplace and natural stained wood echo the building materials found throughout the city and the state.

Both informally breathtaking and environmentally friendly, the Career & Student Success Center will be built to LEED (Leadership in Energy & Environmental Design) standards, which provides for a sustainably driven construction process as well as energy-efficient day-to-day operations.

The University of Southern Maine, northern New England's outstanding public, regional, comprehensive university, is dedicated to providing students with a high-quality, accessible, affordable education. Through its undergraduate, graduate, and professional programs, USM faculty members educate future leaders in the liberal arts and sciences, engineering and technology, health and social services, education, business, law, and public service. Distinguished for their teaching, research, scholarly publication, and creative activity, the faculty are committed to fostering a spirit of critical inquiry and civic participation. USM embraces academic freedom for students, faculty, and staff, and advocates diversity in all aspects of its campus life and academic work. It supports sustainable development, environmental stewardship, and community involvement. As a center for discovery, scholarship, and creativity, USM provides resources for the state, the nation, and the world.

USM's Portland Campus is at the heart of Maine's largest city, a lively, livable community on beautiful Casco Bay. Home to outstanding academic programs, the Portland campus is part of an urban hotspot, nationally known for its arts and culture, outdoor recreation.

USM's land acknowledgment statement:

We wish to acknowledge the land and water that the University of Southern Maine (USM) campuses occupy, as well as the ancestral and contemporary peoples indigenous to these places in the Dawnland.

Our campus lands were the ancestral fishing, hunting, and agricultural grounds inhabited by the Abenaki and Wabanaki people for thousands of years.

We recognize that we are on indigenous land. In addition to the Abenaki, the broader place we now call Maine is home to the sovereign people of the Wabanaki Confederacy: the Penobscot, Passamaquoddy, Maliseet, and Mi'kmaq peoples. We exist on their unceded homelands.

We also acknowledge the uncomfortable truths of settler colonialism, among them that the peoples indigenous to this place were often forcibly removed from it. Harm from the physical and cultural genocide of Native people here and throughout the land we now call Maine continues and is felt by members of the Wabanaki Confederacy who live here today, including our own Wabanaki students, staff, and faculty.

Artists may use these land acknowledgement goals as inspiration if they chose, however addressing them specifically is not a requirement for submitting proposals.

See the "Land Acknowledgement Goals" PDF for more detailed information:
<a href="https://d3n8a8pro7vhmx.cloudfront.net/mainewabanakireach/pages/1596/attachments/original/1626782423/Land">https://d3n8a8pro7vhmx.cloudfront.net/mainewabanakireach/pages/1596/attachments/original/1626782423/Land</a> Recognition Committee Memorandum.pdf?1626782423

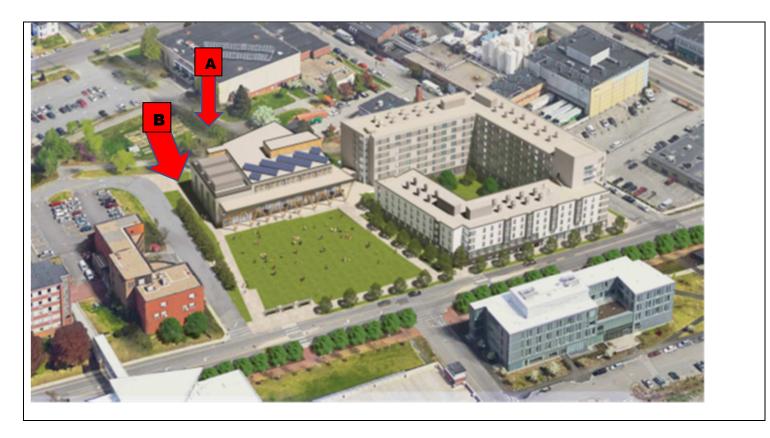
## **LOCATION OPTIONS**

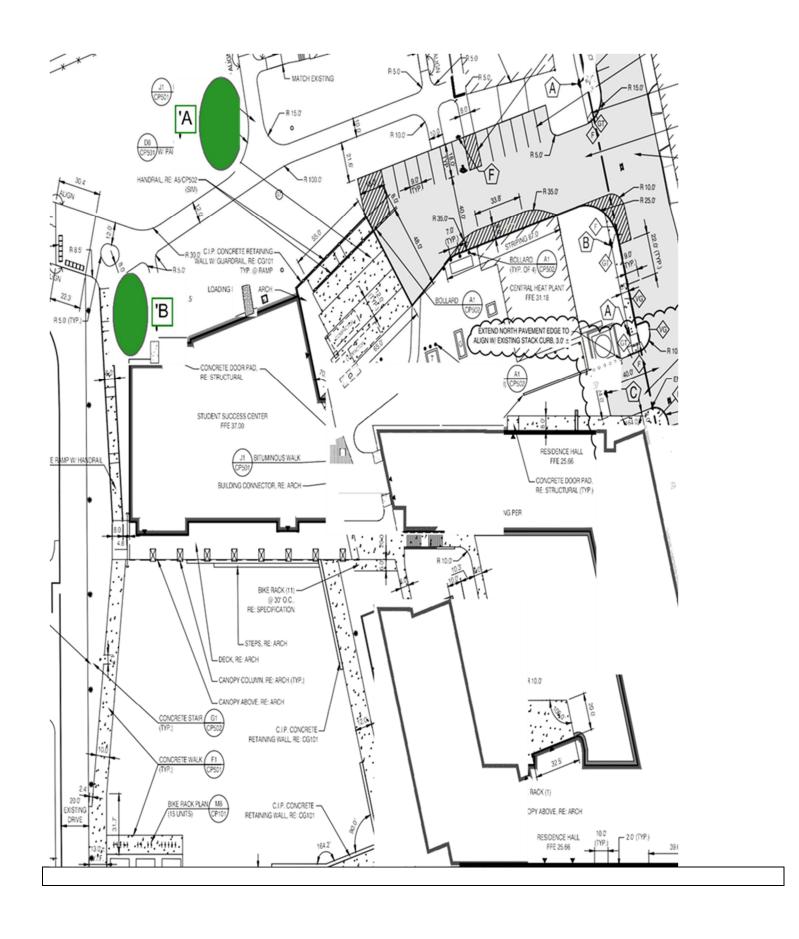
Listed below are all the possible locations for artwork. Artists may address any or all of these areas in their proposals.

Location A - Outdoor, Sullivan Green. Surrounded by sidewalks, the Green slopes down gently from left to right. The possible art location is on the flatter, right side. There will be trees on the right and top side of the green.

Location B - Outdoor, lawn to the rear of the CSSC. It is a relatively flat lawn. There are trees across the sidewalk on the left side. The building in that location is approximately 25' high.

## Aerial view of the site:





## View of Quad from Bedford Street:





## **QUESTIONS**

Questions about the building specs or architectural plans may be directed to Kristen Damuth KDamuth@smrtinc.com

Questions about the facilities may be directed to Ann Vashon ann.vashon@maine.edu

Any other questions should be directed to Brita Wanger, Percent for Art Associate for the Maine Arts Commission <a href="mailto:britapfa@gmail.com">britapfa@gmail.com</a>

## **PROJECT BUDGET**

There is approximately \$64,475 in Percent For Art funds available for artwork for this project. These funds will be used to commission work(s) from a single artist, more than one artist or an artist team. An artist budget proposal must cover all design, fabrication, transportation, documentation, and installation expenses.

## **SELECTION PROCESS**

A Percent for Art selection committee of five members will jury submissions for the project. The committee will review the materials to determine whom to invite for a second round of evaluation. Finalists will receive a **\$500 design fee** for refining their proposals.

\*All submitted materials will not be returned.

### SELECTION CRITERIA

Applications are reviewed based on the following criteria:

- Artistic strength as shown through vision, originality, and understanding of craft (30 percent).
- Ability to translate artistic concepts into work that will activate or enhance the proposed space (25 percent).
- Application is comprehensive in information and ideas are well communicated (20 percent).
- Ability to design work that is sensitive to social, environmental, historical, and/or other relevant contexts (15 percent).
- Capacity to complete the proposal on time and within budget (10 percent).

#### WHO IS ELIGIBLE

Professional artists who are residents of New England (Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island and Vermont). Artists who are full-time employees of the University of Maine system are ineligible for Percent For Art projects at the location where they are employed, as are members of the selection committee and their immediate families. Students at any level are ineligible. The project is open to all artists age 18 and over, regardless of race, color, religion, national origin, gender, age, military status, sexual orientation, marital status, or physical disabilities. Artist teams are eligible to apply, including teams of artists from multiple disciplines.

#### **DEADLINE**

October 7, 2022, 5:00 p.m. EST. is the deadline for submission of materials. Proposals received after this date may be excluded from consideration.

## MATERIALS REQUIRED IN SUBMISSION

Materials must be submitted online through the Maine Arts Commission's Grant Management System (GMS). See "How to Submit Materials" below for details.

All documents must be in a PDF format. All images must be in a jpg or PDF format. Any submissions that do not follow the requirements may be considered ineligible. Make sure submissions are labeled correctly, that you identify the Percent For Art call

you are applying to, and that your name, phone number, mailing address and email information is on every document.

Your proposal must include:

- 1. A current concise resume for participating artist(s) (2 pages maximum).
- 2. A brief one-page written proposal describing your past work and how you plan to address the potential art area(s). Discuss what your concept and approach will be in addressing the public art space(s) of the site. If it is exterior, include a brief sentence on how the work will withstand the changing seasons including snow accumulation. Please do not submit detailed models, samples, or final proposals for this round of the selection process. A simple sketch (1 per installation area) may be included to clarify your idea if necessary.
- 3. An itemized budget estimate to give cost expectations (include design fees as well as anticipated fabrication, transportation and installation costs). A more precise budget may be requested for those invited past the first round.
- 4. A brief anticipated maintenance plan required for the artwork. Please upload this as a separate document and do not include this in the narrative of your proposal.
- 5. Five digital images of recent work. If an artist team or artist organization applies, they may only submit five images for all artists. The optional proposal sketch does not count as an image. (Please include any sketches with the narrative portion of the proposal.) Do not upload A/V files of any kind. Only jpg or PDF files are eligible for review.

## **HOW TO SUBMIT MATERIAL**

NOTE: Some Internet Explorer users have experienced problems during the application process. Because of this, we recommend that you use the Firefox, Safari or Chrome web browser to access the GMS and submit your application.

STEP 1: Click <u>here</u> to sign into the Maine Arts Commission's Grant Management System (GMS).

- -If you already have an account with the Maine Arts Commission then type in your username and password and click the "Sign in" button.
- -If you DO NOT have an account with the MAC, click the "New User?" to create a new account. Fill out the fields as directed, then click "Register" at the bottom. Next you will see the "Registration Accepted" page that will prompt you to check your email. Following the link in your email to go back to the GMS website and log in.

- STEP 2: On the "Grants Management System" page under "Active Grants" scroll through to locate the Percent For Art project you are interested in (there is usually more than one page to scroll through). Click "read more" under the opportunity posting.
- STEP 3: Read the "Reference Materials" information for full details on the project.
- STEP 4: If you are ready to start your application submission, click "Apply Now" at the top or bottom of the "Reference Materials" page.
- STEP 5: Fill out the GMS "Contact Information". When filling out the contact information, select the following:
- -For Application Institution, select "Individual"
- -For Application Statistic, select "Individual Artist" (regardless of number of artists participating in proposal)

At the bottom of the page click "Save & Next".

STEP 6: For the "Support Material" section, please upload the required materials listed above. Do not upload A/V files. Follow the "Manage Images and Documents" instructions on this page for actual uploading. Files can only be uploaded one at a time. Please be sure to fill out the file description box for each.

When you have uploaded your entire required materials click "Next Step".

STEP 7: In the "Checklist & Status" page, you may click "Submit" if you want to come back and change any information before the deadline, OR

If you are entirely finished with your application, you may check the "I have completed all required steps for this application" box and then click "Submit". At this point your submission is complete and you will not be able to make any changes to the application.